THE MID-FLORIDA ATARI COMPUTER CLUB BULLETIN

SPECIAL EDITION

OCTOBER 1994 VOL. 11, NO. 10A

HALLOWEEN PAST

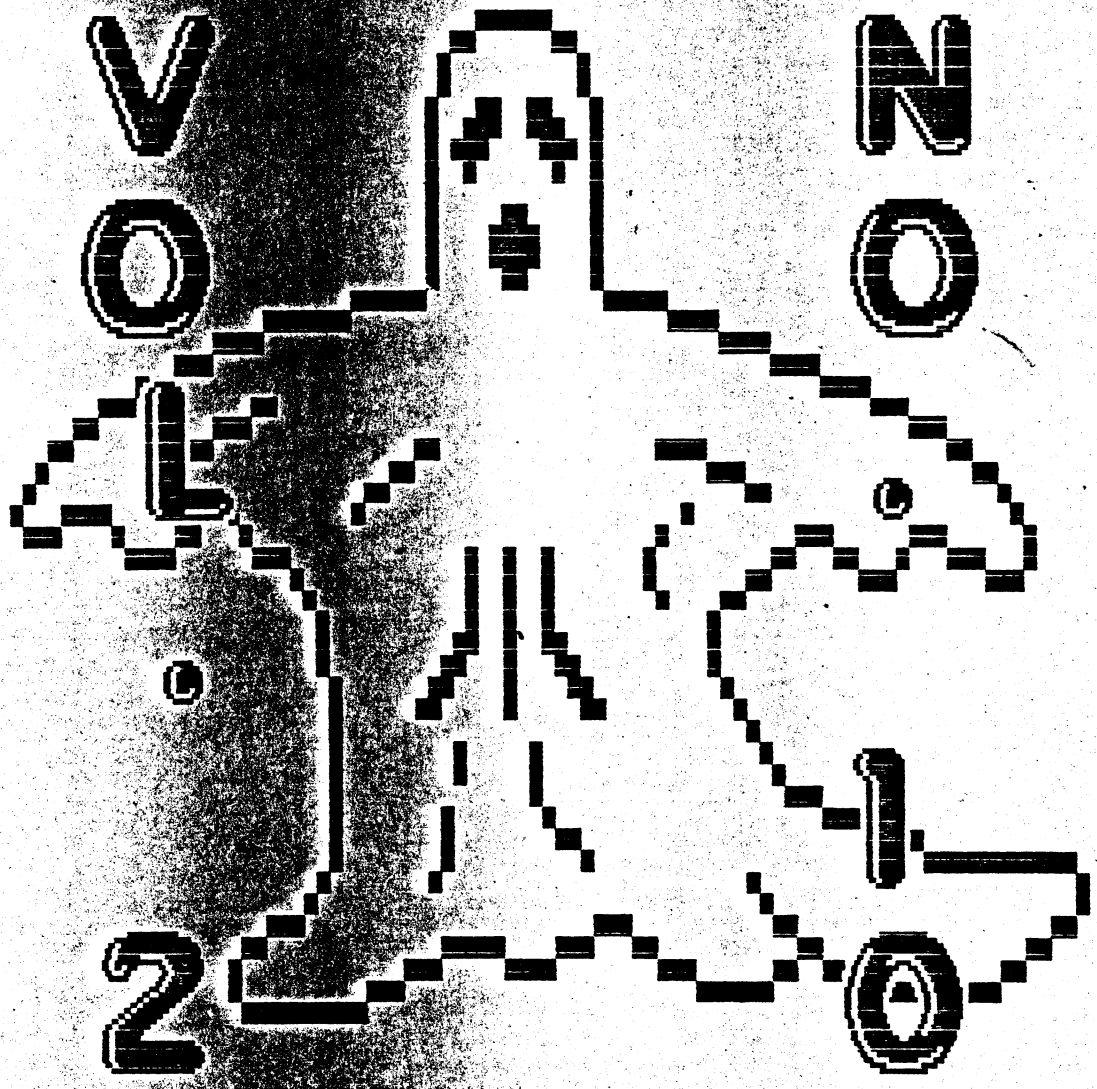
FROM THE PRESIDENT

This month's newsletter is a SPECIAL EDITION. In keeping with the season, and certainly with the ghosts that abound, enclosed are past issues of the Newsletter's from 1986 and 1989. Just to keep the tradition of halloween alive, think of this as your haunted house, or you are at a seance with your closet friends from past and present from the Club. Enjoy it, laugh, cry, get scared, but most of all remember.....

By the way, when you leave this seance, please pay $5.00 to the Gypsie at the door for having had your past told to you.

Thank you and we will return to our regularly scheduled Newsletter format in November.

M.F.A.C.C.
BULLETIN



VOL 2

FROM OUR BELOVED PRESIDENT

Everything seems to be falling into place now. The club has made significant progress towards the goals stated back in May. We recently took delivery of our own equipment (130XE, 1050 disk drive, and XM301 modem). This is an important step, and should serve to confirm our commitment to continue to support the 8-bit Atari line. In addition, it will no longer be necessary for club officers to transport and use their own equipment at the monthly meetings. My thanks to those of you who have allowed us to use your computers in the past.

The September meeting was an overwhelming success! I must apologize for not being there, but family obligations caused me to be out of town. Thanks to Joan Adkins and Bill Baker for taking over in my absence. I had arranged for Lewis Johnson (AA COMPUTER CENTER in Longwood) to give two demonstrations, one centering on the 1040ST and one on the current 8-bit line. Well, apparently there was so much interest in the ST that there was not enough time for the 8-bit presentation! I think that this is an indication that the membership, while still primarily oriented towards the 8-bit line, is broad minded enough to realize that the ST's do represent the future. Actually I am disappointed that I was unable to be there.

Another topic that has been on the agenda for several months is the printer ribbon re-inker that the club purchased recently. Now that we have the re-inker itself, the membership needs to get together and buy the ribbon drivers for each style of printer ribbon. For example, I personally have a Panasonic KXP-1091. The driver (I believe) is around $9-$10. I know that there are four others (and probably more) that have the same printer. We need to tabulate exactly how many will need to use each different style of ribbon driver, and then split the cost of the drivers. In my case, even at $10, the cost split among five of us will bring the cost down to $2.00 for each. Now that the club has purchased the re-inker, we should all begin to use it. This month, at the break, try to find out how many you can find with the same ribbon type, and perhaps we can begin ordering the ribbon drivers. This way we can begin to use the re-inker.

I am certain that some of the members have purchased some of the new software titles that have been released recently. How about letting the membership see what they look like. Get with any of the club officers and arrange to do a demo at one of the upcoming meetings. I am sure we would all enjoy it and you just might discover something new about the that new software!

Finally, the newsletter has been growing each month. I have also been impressed with the quality of the material in it. All the contributors are the reason. A special pat on the back, though, should go to Bill Baker. Each month he goes absolutely nuts as the deadline approaches. Thanks Bill! Let's all try to make his job a little easier by calling him and arranging to get an article to him for the upcoming issue! It is even easier for you modem owners. Just use Atariwriter (or some other word processor) to type in your article. Save it to disk. Then call Bill some evening and tell him you have an article for the newsletter. He will boot his terminal software and you will boot yours. Then just transmit it to him. If you don't have a modem, then just find someone who does. I believe that AA COMPUTER CENTER has the XM301 modem for just under $40 (club member special only). I am sure that RAINBOW COMPUTER CENTER also has the XM301's at a competitive price. So you can see that it really is very simple to contribute to the newsletter (and make Bill's life a little easier around newsletter time).

One last thing (I promise). Take a look at this month's issue of ANALOG COMPUTING (November 1986). Page 36 contains a listing of Atari Users'

EDITORIAL PAGE

The bulletin of the Mid Florida tari Computer Club is printed monthly n Orlando, FloRIda. It is an ducational publication of the embership to provide a medium of ommunication for the members nterested in sharing discoveries bout the Atari 8 or 16 bit computers. ubmissions to the newsletter may be ailed in hard copy or on disk (done n Atariwriter+ or Letterperfect ormat) to the editor, Bill Baker at 115 Moderna Way, Orlando, Fl., 32822, r may be transmitted via modem by alling (305)277-3438.

The club meets on the second unday of the month at the offices of nited Telephone Company just west of orest City on state road 436. The eeting starts at 7:00 p.m. and is sually fininshed by 9:30. If you eed further directions, or to get ore information about the club, call resident Craig Kaplan at 695-6460 or ice President Joan Adkins at 51-5952.

Advertisements are solicited for he newsletter in order to defray ublishing and mailing expenses. some months we pay more to mail opies out of town than to print the hole newsletter run.) Your ad, or lassified, can be sent to Bill Baker t the address given above. Costs are 10.00 per half page.

Your contributions of original oftware programs, modifications to ublic domain programs, and just disks ou are tired of playing with are olicited for the club software ibrary. You may call Ron Warren at 95-9214 to share that software rogram.

Our club has quite a few members ith some level of expertise in both asic and assembler or machine anguage programming, and a good bit f hardware knowledge about the raditional devices found around the ome. Let their expertise help solve your programming dilemma. All it takes is a call to one of the club officers to establish a forem for your needs, perhaps establishing a special interest group such as the one meeting on first Sundays to learn about assembler programming. Give Steve Hall a call (423-9076) to get involved in this active sub-group.

We're going to have another whiz-bang of a meeting this month and every month. Won't you come and join us?

Baker-ed.

PRES...(CONT'D)

Groups. Beginning this month, our organization will be included in this listing. We are the first Orlando area Atari user group to have this kind of national exposure. I have already begun to hear from interested people as a result of this listing. More on this and other topics next month.

Craig

DELPHI ONLINE TOUR

June 14, 1986

please log in: DELPHI

host: call connected

Username: JOINATARI

Password: ANALOG

ANALOG Computing and General Videotex Corporation are pleased to welcome subscribers to ANALOG Computing to Delphi and the new Atari Users' Group. We're glad you're here!

You, as a subscriber to ANALOG Computing, can join Delphi, absolutely free. You'll receive:

-- Lifetime Delphi membership.
-- A $5 line-time credit.
-- An additional $20 of line-time credit when you purchase The Delphi Handbook for $29.95.

As a member of the Atari Users' Group you can meet electronically with other members of the Atari community through Conference and Forum. You can send electronic mail. You can upload your favorite programs and download programs written by other Atari enthusiasts. ANALOG will provide programs, too.

Delphi is the fastest growing information service and communications network. You can read news, weather and sports. You'll find trivia and movie reviews. Polls let you sample the opinions of your electronic neighbors. There is travel information -- complete with reservations capabilities.

To open your Delphi account, continue through this online sign-up session. After you answer a few questions, you'll be assigned a temporary password and you'll be advised about how and when you can start using Delphi and the Atari Users' Group.

If the terminal program you're using allows you to capture text in a buffer for later use, you should open this buffer now.

Welcome. The Atari Users' Group is on the Groups & Clubs menu. Just type GR ATARI from the MAIN menu prompt.

Welcome to DELPHI.
Copyright (c) 1986
General Videotex Corporation

Hi. My name is MAX, and I'd like to welcome you to a wonderful part of the Information Age called "DELPHI", what Infoworld Magazine calls "possibly the most progressive online database available."

And DELPHI is a whole lot more than just a "database." Why not take a few minutes to explore some of the things I've made available to you here on this "interactive demonstration"? I'll let you wander free for 5 minutes or so, then I'll be talking to you again.

To select an item from a menu here or anywhere else on DELPHI, just type in the first couple letters in the name of the item you want, and press return.

INTERACTIVE DEMONSTRATION Menu:

DELPHI Main Menu
ACCESS Phone Numbers
RATES and Prices
NO RISK Signup Policy
SIGNUP for Membership
EXIT (Signoff)

DELPHI> What do you want to do? NO R

There's NO RISK when signing up to DELPHI! If you are not completely satisfied, simply return your handbook within 15 days of first logging onto DELPHI and we will kindly refund your money. (You'll be responsible only for the time you've actually used beyond your first two free evening hours.

DELPHI> What do you want to do? DEL

This demonstration version of the DELPHI Menu lets you take a look at a brief description of each menu item. Much more detailed information can be found by typing HELP, and seeking the item you wish in the current DELPHI Online help library.

DELPHI MAIN (Demo) Menu:

Conference	News-Weather-Sport
DELPHI Mail	People on DELPHI
Entertainment	Travel
Financial Services	Workspace
Groups and Clubs	Using DELPHI
Library	HELP
Merchants' Row	EXIT

MAIN> What do you want to do? HELP

MAIN

You are currently at the highest level of the DELPHI system, the "main menu". The main menu is our offering of the services which DELPHI provides to you. Each of the individual services (LIBRARY, MAIL, PROFILE, TRAVEL, and so forth) can be entered by typing the name of the system you are interested in, followed by a RETURN (the RETURN character is the one which gets you from line to line; on your system it might be called NEWLINE or ENTER). You can also obtain further information on each of the services through HELP (which you are now within). Just type the name of the service you want to now about when you see the prompt Topic? and hit RETURN. This will give you all the information you will need to use that service. There are two other helpful rules you should remember for getting information quickly. If you type ? at any level of any system, information on that system will be displayed; this might either be the menu for that system, the HELP file for that system, or a message on how to get more help. Second, the special key CONTROL Z will generally take you from any environment to a higher one; if you do not understand the particular system you are in and wish to get out, typing CONTROL Z will do this.

MAIN> What do you want to do? PEO

In People on DELPHI you can introduce yourself to your DELPHI colleagues by entering information about your interests, hobbies, likes, dislikes, etc. You get to know others, who have entered information about themselves.

You may browse the entire directory or search using keywords to find items of particular interest.

Your profile may be changed or deleted at any time. You'll also find Chatter, the popular DELPHI bulletin board that makes on-line conversation as easy as a chat over the backyard fence.

People on DELPHI Menu:

I-AM	WHO-IS
LIST-KEYWORDS	BROWSE
SEARCH	CHATTER
EXIT	HELP

MAIN> What do you want to do? LIB

DELPHI's Library contains the Kussmaul Encyclopedia (more than 20,000 entries), CAIN (Computerized AIDS Information Network), Dialog's Research Library and Violette Wine Reports. There is also a number of newsletters, such as the Mensa National E-Magazine, Micro MD newsletter and Comedy by Wire.

The Library also contains information on health, such as the Hearing Impaired Forum and American Sexology.

Two novels also appear online; 'Ender's Game' by Orson Scott Card and 'The Naked Computer' by Jack B. Rochester and John Gantz. They can be found in Bookshelf.

Library Menu:

Bookshelf	Personal and Health
CAIN	Research Library
DELPHI/Boston	Violette Wine Reports
HealthNet	Dialog-Help
Encyclopedia	Help
Newsletter	Exit

MAIN> What do you want to do? DEL

DELPHI's Electronic mail services lets

you send and receive messages with other members of DELPHI. You also have access to Western Union's Telex service. You may also send mail to members of other systems, such as The Source and Compuserve. Unfortunately, this cannot be reciprocated.

DELPHI's Globalink service provides translation into another language.

You can also send files from your workspace to other DELPHI members through electronic mail.

Mail Menu:

Batch Mailthru	Telex/Easylink
Catalog of Mail Files	Workspace
Globalink	SetMail
Mail (Electronic)	Help
Scan for New Messages	Exit

MAIN> What do you want to do? GROUP

In Groups and Clubs you'll find online organizations that act as both club house and clearinghouse. Some are related to the type of computer you have, and others center on an interest like theology or a hobby like model building. Each has a special bulletin, conference area, a public message forum, newsletter, electronic mail, member profiles, user polls and many other features. Each also has files and public-domain programs, which you can download.

Groups and Clubs Menu:

Atari Sig	Music/Entertainment
Apple][and ///	Portable Place
Business Forum	Programming
Careers	Science Fiction
Close Encounters	Starship Amiga
Color Computer	Tandy Users' Group
Flagship Commodore	TI Information
GameSig	Theological Network
Macintosh ICONtact	Wang Users Society
Micro Artists	Help
Model Builders	Exit
MSDOS Sig	

MAIN> What do you want to do? USING

Using DELPHI acts as an online newsletter, providing information from how to change your password to new services available on DELPHI. You'll find advice on connecting your equipment to DELPHI. You can review your bills and transaction history, use the Index to find the location of a specific item on the system, and find advice on anything from deleting mail to getting rid of character echo.

Order manuals, join the DELPHI Advantage, review rates and prices, list telex country codes, or visit Max in the guided tour.

Using DELPHI Menu:

Credit Policy	Advice from DELPHI
Customer Service	What's New on DELPHI
DELPHI Advantage	Rates and Prices
Feedback	Settings (PROFILE)
Guided Tour	Telex-Codes
Review Bills/Invoices	
Mail to SERVICE	Usage History
Manuals	Help
Network Info	Exit
Premium Service	

MAIN> What do you want to do? CONF

A "real-time" interactive conversation with another person, or a lot of people on scheduled topics or just light and easy conversation.

When in the Conference menu, you are asked if you would like to see who's on the system, page another user, join a group or change your name to a "nickname." By typing "who," you see is on the system, who is in what group, and who is just sitting idly in conference. For help on the different commands to use in Conference, type /help.

Infoworld had this to say about DELPHI's Conference:

"The most popular use of DELPHI is to conduct conferences, which is like dropping into the neighborhood bar for a glass of ale and talking to a friend about anything from toxic shock syndrome to the reliability of the 69th pin on the RS-232C serial connector. DELPHI has done this area well. While it is

similar to the CB Simulator on CompuServe, both its content and method of handling are far better." (August 13, 1984)

Conference Menu:

JOIN a group — WHO (list groups)
NAME nickname — EXIT
PAGE a user

MAIN> What do you want to do? ENT

The Entertainment section on DELPHI is full of different games -- board games, logic games, adventure games, sports games, and even games designed for those with VT52 or VT100 terminals. You gain access to horoscopes, movie reviews, trivia questions, polls and a collaborative novel. The collaborative novel is created by a user, and other users add chapters to the ongoing story.

Entertainment Menu:

Adventure Games
Astro-Predictions
Board Games
Collaborative Novel
DELPHI Casino
Logic Games
Member's Choice
Movie Reviews
Poll
Sports Games
Trivia Quest
Exit
Help

}Time limit has expired.}

Welcome to DELPHI, the most progressive worldwide online and communication network available today! Access DELPHI for as little as $6 per hour - and there is no surcharge for 1200 or 2400 baud usage! *[NOTE: This rate has since increased to $7.20 per hour.]*

Here is a limited-time offer for subscribers to ANALOG Computing as the Atari community comes together on DELPHI.

We're offering subscribers to ANALOG Computing a free membership to DELPHI and a $5 line-time credit to let you explore DELPHI at any speed (300, 1200 or 2400 bps) at any time -- evening, holiday and weekend hours.

THE ANALOG Computing OFFER:

Sign up for DELPHI now and you'll receive a $5 line-time credit.

OK. You will be asked a few questions. At each prompt, you can enter a CTRL/Z to start over with the first question, or press CTRL/C to quit entirely. If you have questions or difficulty, call DELPHI Customer Service at 1-800-544-4005 or (617)491-3393 in Massachusetts.

[Questionnaire followed, and I did join.]

We accept Visa, American Express, and MasterCard. You must use one of these credit cards to complete your account registration on-line, but you may later request direct billing by filling out a credit application, or you may send your billing information along with a check for $25.00 as a deposit to pay for your usage in advance. Your account will be set up when we receive the check, and you may request a refund of unused credit at any time. If we can be of any assistance, please call us.

At the end of your on-line tour, Max leaves you at the Main DELPHI menu. Type GROUP ATARI to access the Atari Users' Group.

We'll see you online!

As captured by
Carolyn Hoglin

To call Delphi, dial 841-0020; then type "A", followed by "DELPHI" at the prompt "please log in," as shown at the beginning of this article. Type "JOINATARI" at the Username prompt. ANALOG subscribers then type "ANALOG"; others type "SUBSCRIBE" to both join DELPHI and subscribe to ANALOG Magazine while online.

THIS ST INFO COMES FROM THE USER GROUP NEWS, JULY,'86

The latest highlights in the ST software world are some very powerful desk accessories. These programs stay resident in memory and provide features that can be used at any time by programs which take advantage of the GEM environment.

From Michtron, we have Cornerman. This program is much more powerful than the acclaimed Sidekick package for the PC. It includes features like: a full ASCII chart in a scrolling window; a calculator with decimal, hex, binary and octal functions; a note pad; a phone dialer; a clock (which appears in the upper right corner of any GEM screen); and many more. Cornerman is probably most suited for the 1040ST, since it uses up quite a bit of RAM, but it has quickly found itself to be indispensible in the 520.

A rtecent arrival will probably give Cornerman a run for the money. Macro Manager from Blue Moon Software (distributed by Shanner International) is a very complete accessory. It's clculator works in algebraic or reverse polish notation and also includes financial functions. It also contains a qweekly planner with project time reporting; electronic card file database; alarm clock calendar; and an electronic typewriter feature.

One of the most necessary products is the latest from Batteries Included, called Thunder. (a poke at Turbo Lightning?) Thunder is a realtime spelling checker for GEM applications. While you are typing, it checks your spelling and rings the bell if you make a mistake. By clicking on the desk accessory menu, it will tell you what word was wrong, and offers you a choice of corrections. Thunder comes with a 50,000 word dictionary. It is expandable to 2 more dictionaries, one with supplemental wordsx and the other with replacement words - you give it a word and an automatic replacement, for words you commonly misspell and for abbreviations which are automatically expanded for you.

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PRODUCT REVIEWS

PRODUCT REVIEW
By Jim Woodward

TOUCHDOWN FOOTBALL
By Electronic Arts
ATARI version
by Ken Rose

When I saw the package I thought to myself, "It's about time some of the programs we were promised came out!" Well, Trip Hawkins may not be my favorite company president, but at least he puts out a good product. There is on major problem with this program. It is going to draw comparisons with "GameStar Football", and this is good. The two programs both have their strengths and weeknesses, so I will use this for my review. Now, this isn't Xor's "NFL Challenge", but it does offer a few more goodies than "GameStar", mainly in the way plays are called. Here is the comparison.

Item	Touchdown	GameStar
3-D Graphics	Yes	No
Two player games	Yes	Yes
Play against computer	Yes	Yes
Computer plays itself	Yes	No
College/Pro Option	No	Yes
Different Quarter Times/#	Yes/3	No
Number of Players	6	6
Stick Figures	No	Yes
Coin Toss	Yes	No
Audibles	Yes	No
Chosen Play on Screen	Yes	No
Running	Yes	Yes
Running Backs	No	No
Passing	Yes	Yes
Control of Recievers	Yes	No
Choice of Reciever	Yes	Yes
Control of Kick Returner	Good	Fair
Control of Kicker	Yes	No
Run/Pass on Punts	Yes	No
Block Punts	Yes	No
Run/Pass on Field Goals	Yes	No
Block Field Goals	Yes	No
Time Outs	Yes	Yes
Penalties/#	Yes/2	Yes/3
Offensive Formations/#	Yes/9	No
Pass Patterns/#	Yes/9	Yes/4
Line Blocking/#	Yes/3	Yes/4
Kicking/#	Yes/3	Yes/0
Defensive Formations/#	Yes/9	Yes/8
Kick Defense/#	Yes/2	No
Referee	Yes	No
Cheerleader	Yes	No
Scoreboard	Yes	Yes
Down/Yards to Go	Yes	Yes
30 Second Clock	Yes	Yes
Interceptions	Yes	Yes
Fumbles	No	Yes
Field Markings	Fair	Good
Sound Effects	Fair	Good
Touchdown Celebration	Yes$	Yes$

$=Both touchdown celebrations would be considered illegal by the NFL, especially Touchdown's. It looks like Mark Gastineau doing his "Sack Dance".

As you can see, they both have their strong points. It is just as hard to catch a pass in Touchdown Football as it is in GameStar, especially since as soon as you throw the ball, you have to become the reciever and controll his movements. You do not have to push the button at the exact moment the ball arrives to make the catch, the same applies to the free safety making an interception. They both don't have running backs, so you are running quarterback. Luckily, there are no injuries so your Dan Marino or Joe Montana (Yes, I know I'm leaving out a bunch of other good QB's.) won't get hurt. It would be nice to be able to hand off though.

In Touchdown Football, when you kick a field goal, you have to snap the football to the holder and move the kicker up and hit the joystick button to make the kick. I especially like the ability to fake punts and kickoffs, it's really embarassing to the defense. Also, the computer, whe playing defense, will remember, for a while, those plays you call frequently and call a defense that will counter the play.

In closing, I hope that the above chart helps you when choosing the football game you want to play. I realize that I did not include Real Sports Football from ATARI or any of the other attempts at football on the ATARI 8-bit. I won't be totally happy until Xor ports their program to the ST (or XE) or until the IBM emulator comes out and I can play NFL Challenge. Now there is a football game.....

AtariArtist vs. Rambrandt

Reveiwed by Joey Vizzi

The Atari Touch Tablet which comes with AtariArtist software which is pretty nice, only one of the things I didn't like is you couldn't dump your pictures to the printer which is sometimes a real drag.

I first got the AtariArtist in September of 1985 and I thought this program was the greatest thing in the world, well it turns out that I was wrong. Some bad points about the program was that you could only use 4 different solid colors and about 10 or 12 mixed patterns which you hardly ever fi a need for and that are sometimes the ugliest combination But I made do with what I had. I was able to draw different things but my artwork was limited because I didn't have enough colors and couldn't make different textures.

I was starting to get very disapointed with the program, then while at one of the meetings my friend and I were checking out each others disks and I saw a disk with the label 'Rambrandt' on it so I asked what it was and I borrowed it. Once I brought it home I read the documention very briefly then started using the program. One drawback of Rambrandt was that you had to know a lot of the commands because they weren't shown on the screen, but otherwise this was just what I was looking for. Once I got to know how to use most of the commands I was very impressed with what this program could do. You were able to mix different colors together, animate things, print out your drawings, pick different patterns and brushes and much much more! The one thing I liked and used most was the command in which it made the output to screen look like you were painting with an airbrush.

Another thing I liked that I mentioned earlier in the reveiw is that you were able to print things out, which I have been wanting to do since the day I started. I also liked Rambrandt because it could be used with the Koala Pad, the Touch Tablet or Joystick. And you had four different modes you could choose from, a low resolution mode, a med res mode and a high res mode, then the fourth mode wasn't high resolution but you had 16 colors you could choose from to make your drawings. I used the high res mode a lot even though it only had four colors. In this high res mode it was better than AtariArtist because it was in high resolution. After using Rambrandt and practically ignoring AtariAartist I decided to try AtariArtist again, well it wasn't half bad, then again it wasn't have good either. After comparing bot programs I would probably say that Rambrandt is much bette then AtariArtist except for you having to know a whole mess of commands, and as for AtariArtist I think it is ok and that's about it.

APPLICATION FORM FOR MID FLORIDA ATARI COMPUTER CLUB

NAME _____ COMPUTER _____

)DRESS _____ DRIVE _____

CITY,ST.,ZIP _____ MODEM _____

TELEPHONE _____ PRINTER _____

SPECIAL INTERESTS, LANGUAGES ETC. _____

_____

ANNUAL DUES ARE $12.00 TO DEFRAY EXPENSES INCURRED FOR THE NEWSLETTER.

SUBMIT CHECK TO:

MID FLORIDA ATARI COMPUTER CLUB
7115 Moderna Way
Orlando, Fl.,32822
ATTENTION BILL BAKER

ATARI SERVICE
FACTORY AUTHORIZED NETWORK

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LEWIS JOHNSON 11 AM-7 PM — MON.-SAT.

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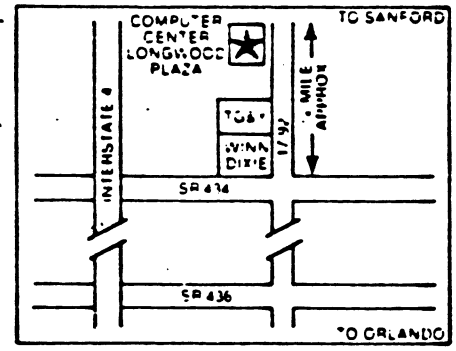
• AND MORE



We at AA COMPUTER CENTER wish to thank all of you for your great support of our service center and store.

With over five years experience with ATARI computers, we can assure you of qualified technical experience. Having a burning desire to remain the best, we can assure you of the best possible service to your equipment.

Our low rates and 30 day warranty on repairs are our way of saying thanks for your support.

LABOR RATES

* All ATARI products $25.00 plus parts (except printers)
* Flat labor rate $25.00 per hour on other units
* SOFTWARE HARDWARE SUPPLIES MAGAZINES
* 10% discount on all parts to certified club members

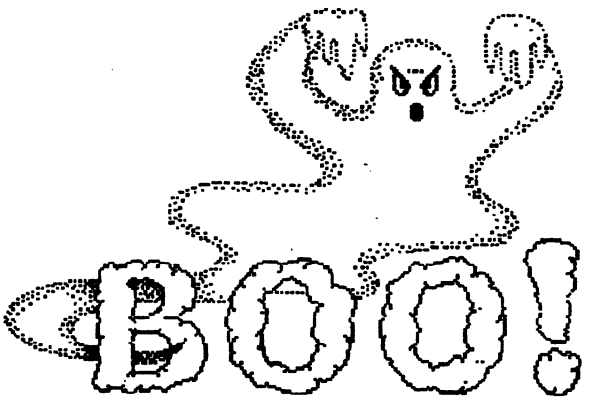
MID-FLORIDA ATARI COMPUTER CLUB BULLETIN

October, 1989
Vol. 5, No. 10

For Newsletter Exchange
MFACC
C/O Bill Baker
7115 Moderna Way
Orlando, Fl. 32822

25 Cents

I hope I make it to the club meeting on time.



This is the bulletin of the *Mid-Florida Atari Computer Club* for the month of October, 1989. Inside you will find articles of interest to computer users in general, and club members specifically. You may wish to join a computer club to share from the beneficial aspects of having others around you who have the same machine, who collect public domain software you can share, or who can help you solve hardware or software problems you may be having.

Our membership, which costs $12 per year, entitles you to our newsletter, which you are holding, access to the club's public domain disk library (both 8-bit and ST), and access to our club meetings, during which educational programming will create within you a better understanding of the Atari computing system, both 8 and 16 bit. Each month we provide a place for enthusiasts to come and learn, and share fellowship. You would also be able to go to our Basic and Assembly Language tutorial classes held once a month.

We meet at the United Telephone Building on Highway 436 west of I-4 at 7:00 PM on the second Sunday of the month. Feel free to join us there next month to learn about the wonderful world of computing. Out club runs special sig sections on two bulletin boards in Orlando, *The Club, and The Atarian Domain*. Should you become a member, we will inform the sysops immediately and access will be granted as soon as possible. Please come join us.

If you would like further information on the *Mid-Florida Atari Computer Club* call 277-3438 or 299-5374.

President - Bob Smith
Phone 299-5374
Vice-President - Gail Kindstrom
Phone 293-3063
Secretary - Bill Baker
Phone 277-3438
Treasurer - Robert Smith
Phone 656-0556
8-Bit Librarian - George Manolas
Phone 855-7080
ST-Librarian - Dave Tipton
Phone 380-2374
Program Chairman - Steve Hall
Phone 423-9076
PR Chairman - Jim Porter
Phone 695-1467
Group Purchases - Ted Goodwin
Phone 894-1180
Bylaws Chairman - Gail Kindstrom
Phone 293-3063
Atarian Domain -- Data only
Phone 855-1317
The Club -- Data only
Phone 290-0404

FROM THE PRESIDENT

Well, it looks like its that time of the month again. This month I'm going to deviate from my normal type of column.

At our last Club and Board meeting it was decided that yours truly should contact Atari Corporation about seeing if they could supply us with some Video tapes. Well I called and spoke to the New User Group Co-ordinator. His name is Bob Brodie. Well Mr. Brodie was kind enough to talk to me and the conversation I had left me so infuriated that I am now on a crusade to let Atari know that the 8 Bit users are still here. Here's about what went on in that conversation.

I called Atari and when they answered, I asked for Bob Brodie (or whoever else was holding the job at the time). I was put on hold for approximately 20 minutes and finally Mr. Brodie took my call. He and I started our conversation on a pleasant enough basis. I wished him luck in his new position and proceeded to ask him several questions to which I received very evasive answers. I pressed him and he became somewhat nasty and defensive. Now I'll bet you would like to know what those questions were... well, these were as follows:

1 - What is Atari Corporation doing or going to do to support the 8 Bit and also the 16 Bit here in the United States?

2 - Does Atari intend to provide or supply any software?

3 - What about supporting User's Groups?

There were other points but these were hotly discussed and Mr. Brodie was very adamant about the fact the 8 Bit market was dead and they were not going to support it any more than it was now supported. He preceded to outline the "great" support that they were giving us now. He said that they had put out the XF-551 drive, Dos - XE, the 130 game machines and cartridges. He then said the market in this country does not exist with all the "piracy" going on. I explained to him that groups like ours would get the word out and would buy the software if they would issue it. He said there were only two software providers now (he did not count ICD because they were "only" interested in Spartados) and this should tell me that 8 bit is dead.

Well the conversation went down hill along these lines and finally I had had enough and ended it. When I had originally asked him about the possibility of getting some video tapes for use in our Club either instructional or promoting certain products, he said that Atari did not have any and if they did they would not release them to our Club or any other Clubs for that matter. For some reason, he kept stressing that he was so new with Atari that he still didn't know where anything was and he was still feeling his way.

Brodie made me feel like he was doing me a great favor by talking to me. He did say that he would take the name of our club and put it in his records.

I have a very large distaste for this man who supposedly is there to be a liaison with Atari and us. His attitude may be one of the reasons why Atari is failing. This is not over. I am preparing a letter to Atari Corporation, to the attention of Jack Trameil with carbon copies to everyone in that organization, outlining the conversation and the way Atari is treating us. A copy of that letter, along with a petition will be put up on as many BBS's in the United States as possible. This petition is being developed by George Manolas and will be available very soon. The purpose is to get as many Atari users (8 Bit & 16 Bit) to sign it demanding that Atari support us. If we get enough signatures, than just maybe Atari will wake up and realize that we are still here and are still a profitable market base. Oh, I forgot to mention that Mr. Brodie said specifically that the US market is not profitable and that Europe is where they make money. Oh Yeah, what are we, chopped liver??!!??!!

I guess as Bugs Bunny once said, "this means war"!! Now I call upon all of our members to get involved. How can you do this? Well, its easy. Just write a letter to Atari, tell any other Atari user to do the same. Log on to Atari BBS's and leave messages, sign the petition when it is available, etc. We are not dead and the last time I looked my money was still good.

Please forgive the digression, but I felt this was so very important to bring to you. Thanks and see you next month, same time and place.

Minutes - MFACC General Meeting for September

Meeting opened promptly by Pres. Bob Smith. (Actually it was 7:02, but he is getting better.

Old business: Computer shopper sent another letter by Jim Porter to list us with the User Groups they notify their readers of each month. Carolyn was thanked for her great article on Atariwriter+. Librarians reported on additions to the 8-bit library coming to us from Frankfurt, Germany. 16-bit librarian added ten disks of graphic and font files for desktop publishing.

New business: Robert was thanked for his clever cartoon on page 11 of the September newsletter. Bob announced that at the board meeting we decided to approach the club for support of a community project to work with the Lion's club of Pine Hills on a vision and hearing screening. Perhaps we can also get the Bloodmobile to come also, to increase the number of available units of blood in the community. It was moved by Bill Baker that the club investigate the idea of a health and safety weekend. George amended the motion to read "to make the Orlando community aware of the MFACC. George's motion was seconded, and the motion passed with no votes against.

Homework Hotline: Flier produced by Jim Porter's wife will be sent to each school in Orange and Seminole counties. A cover letter will be sent with the flier to each principal. The club secretary will write a letter to the principal. The letter will be sent to Steve for collating with the flier. Discussion followed as to how this will allow students to use their computers productively, rather than just for gaming or message basing on the local boards all night.

New guests for the evening: Ken Bush and his wife were there, and later demoed a product. Dave Schultz, Art Stewart, Tony Damien introduced Teresa Grisham, his guest for the evening.

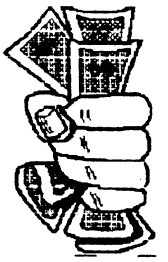
Gail Kindstrom announced that we had purchased a videotape on How the ST works for people recently converting to ST. Robert Smith also reported on a new Atari magazine and asked each member interested to pay him $4.00 for the magazine till May. Atari Interface Magazine. Carol reported on her ad on computer-eyes. She sold the hardware, software, etc. that night.

George reported on the new networking feature on his board. We are networking with ACE.

The purchasing director reported on our group buy of disks last month, and fortunately he came out even. Mailing labels are available at a good price if anyone is interested. XF551 can be bought at a $20 discount if we buy 5. $179 is not a bad price for this drive. Meeting adjourned at 7:45.

Respectfully submitted, Bill Baker - Secretary.

Treasurer's Report
September 1989



First Federal Checking	
Starting Balance	626.28
Debits (2)	7.67
Deposit (1)	113.50
Ending Balance	732.11

Petty Cash	
Starting Balance	94.50
Debits (1)	113.50
Deposits (4)	79.00
Ending Balance	60.00

Debits (1) First Federal -- $1.00 Bank charges.
(2) Robert Smith -- $6.67 Mailing labels.

Deposits (1) Membership dues -- $31.00.
(2) Raffle -- $5.00.
(3) Library sales -- $3.00.
(4) Aim Subscription fee -- $40.00

Depostis (1) Petty cash -- $113.50

Total for all accounts $792.11

The following people are having another one of those dreaded birthdays this month. Let's be kind to them.

Richard Drabek
Frank Gosnell
Kris Love
Eric Moore

Syncalc with manual $10, Home Accountant with Manual $14, Atari Driving Controllers (2) $3, Page Designer $10, Pac Man cartridge $4, Rambrandt $5, Timeworks Wordwriter ST $35.
If you are interested in any of the above see Robert Smith or call 656-0556.

Coming Events

November 5 -- Mid-Florida Atari Computer Club Assembly language class, Lyme Bay Colony, for more information call Steve Hall at 423-9076.

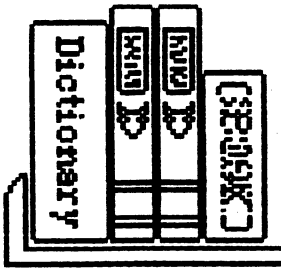
November 5 -- Mid-Florida Atari Computer Club BASIC language class, Lyme Bay Colony, for more information call Steve Hall at 423-9076.

November 5 -- Central Florida ST Users Group MIDI Demo, McDonald's Computer Center, 4921 East Colonial Drive, Orlando, Fl. For more information call Bob McDonald at 894-2270.

November 12 -- Mid-Florida Atari Computer Club general meeting, United Telephone building, 7:00 PM, for information call Bob Smith at 299-5374.

If there is a possibility of several things going wrong, the one that will go wrong, is the one that will do the most damage.

If everyting seems to be going well, you have obviously overlooked something.



For Your Information

Innovative Concepts News. I.C. proudly announces the following New products, available NOW. All three were programmed by Jim Steinbrecher of Sector One Computers (ORIGINAL author of AMODEM). They are being marketed exclusively by I.C.:

Print Shop Driver: 1020 - Yes, now you can use *Print Shop* and the *Print Shop Companion*, on the Atari 1020 Printer/Plotter! Easy to use and no patches or programming required! AND, the printouts can be in ANY one color, out of the four possible (black, red, blue, or green)!

Print Shop Driver: Okimate 10 - Similar features as above (except only uses 1 color -- black), and made exclusively for the Okimate 10 printer. NOTE: An earlier announcement of this Okimate 10 Driver did not mention its only-black usage. We at I.C. regret any inconvenience this may have imposed.

Print Shop Driver: Epson LQ-500/800 - Now you can finally use the newer 24-pin printers, with *Print Shop* and the *Print Shop Companion!* Works with any 24-pin printer that is compatible with the Epson LQ-500 or LQ-800, which includes the Panasonic 1124, Star NX-2400, and many others!

Price: $14.95 for each Print Shop Driver. Dealer, Distributor, and User Group inquires welcome! Add $2.00 shipping/handling. Innovative Concepts (I.C.), 31172 Shawn ive, Warren, MI 48093, Phone: (313) 293-0730 mpuServe: 76004,1764

At the Detroit World of Atari Show Innovative Concepts displayed their eight bit products which included their EasyScan II digitizing scanner, and a modification kit to allow 720K 3.5" drives to be used with the XF551.

Reeve Software exhibited the GOS Graphical Operating System for the 8-bits and offered it as a package which included a genuine Atari ST mouse. GOS has undergone progressive refinement, and appears ready to be packaged with the XE computers (Are you listening, ATARI?.).

If you would like to have Atari Interface Magazine delivered to your door step for only 50 cents each month see Robert Smith (club treasurer). The cost for the remainder of the year will be $3.50 which will get you 7 issues. The last issue should be received in May, 1990. If after that time you wish to keep on receiving AIM for an additional 12 issues, include an additional $6.00 with your MFACC membership fee.

Word Perfect Corporation has cut the price of *Word Perfect* for the ST by almost $80, hoping to attract additional users, The "maintenance release," their term for a new version that is not a full update, still can't excape its programmer-jailer, who invariably, as the sun sets, finds yet another bug.

For all the ST's - Imagen's UltiaScript, their excellent PostScript clone, is now available not just for the Mega's but for 1040 ST's. Called *UltraScript ST-1* it sells for $195.

Baltimore, MD. ****** GAMEBOY RUNNING AWAY WITH MARKET! ******

Toys-R-Us says we can't keep them, in stock, Lionel Playworld says the hottest thing since the hula-hoop. STReport sez ....where the heck is the Lynx? Is this to become another of the well we got done this way and that way and thats why we didn't make the Christmas 1989 sales? What is holding up the Lynx? Come on guys, let loose with it already...

TOS 1.4 -- Though it hasn't been released for sale yet, Atari is putting patches for TOS 1.4 up on GEnie.

ICD's MIO interface for the 8-bits is now back into production. ICD has dropped a few hints that they may bring out a new product for the 8-bits but were not specific.

Sunnyvale, CA. THE REVOLVING DOOR SWINGS ONCE AGAIN!

Mike Dendo, Vice President in charge of sales and dealer development, has left Atari amid a flurry of stories as to why. We will continue to cover this story and other developments at Atari as they occur.

Sunnyvale, CA. PROCRASTINATION & DELAY TAKE THEIR TOLL! Atari Corp said the drop in its second quarter revenues and earnings resulted from exchange rate seesawing and foundered video game sales in the U.S. It said it's video game sales remained dismal due to the alleged unfair monopolistic practices of "an international competitor," which are now the subject of litigation. Nintendo has come to dominate the video game market in the U.S. Earlier, Atari reported second quarter net from it's continuing operations of $327,000, down from $7,866,000 a year ago, on sales of $82.7 Million, down from $102.5 Million in sales for last year.

Boulder, CO. ANOTHER CHAPTER 11 CANDIDATE Now another company, Computer Repeats, of Boulder, Co., has gone into bankruptcy. Its assets have been purchased by N.E.T., a computer store in that city. Computer Repeats will operate as before, but out of the N.E.T. store now, and ..no more mail order.

Memphis, TN. PORTFOLIO: "The Mouse that Roared!" The Memphis-area rep group for Atari Corp. has landed a nice fat juicy account; to sell Portfolios to Federal Express Corp. The exact quantity is an unknown, at this time, but it is rumored (via FEDEX) that most of the key execs will be issued a Portfolio.

Sunnyvale, CA. NEW USERGROUP CO-ORDINATOR APPOINTED Bob Brodie has been appointed the new Usergroup Co-ordinator. Brodie a familiar figure in usergroup circles throughout California, brings a great deal of experience with him. MFACC wishes him all the success possible.

VideoKey

by Bill Baker

I have had the great pleasure the past several weeks to have one of Practical Solutions great computer peripherals all to myself to "play" with. Our computer club joined the new ACE Support Group. Richard Whitsell is the coordinator of this group. For only $25.00 the club gets one of their items to demonstrate to the members, and when the review gets published, the club gets to keep the device.

The first item we were sent is the VideoKey, a little box with the remarkable capacity ofsending the signal from my ST out to my regular TV set. (Having an old TV, I have to plug in to the RCA Jacks on the back of my VCR.

Playing with a paint program like Neochrome, or playing a low rez game from STart magazine was really neat. I was playing a strategic game which creates two castles and towns and fields surrounding them, one for you and one for the computer. The computer plays the bandit team and you try to strategically move your slowly increasing number of troops to battle the bandits while trying to race a strike force to take over the opponent's castle and land.

In Low Rez, the graphics look great. When I tried to load another program, this time in medium resolution, the picture looked a little blurry, but was still legible. You also lose a little resolution (?) on the colors, but all in all, it is still ·'·lble, and allows for a "playable" screen for gaming..

Practical solutions has also thought of the answer to "how do I gain better definition and reduce the fuzziness in this picture?" by giving you a fine tuning knob on the bottom of the device. Merely twisting the set screw with a jeweler's screwdriver gives you a better picture.

Ports are available to go to the computer (of course), and output to the monitor, nd at the same time the video port allows connecting to a VCR, Composite Monitor, or the Composite input of a TV. An Audio port lets you go out to your stereo, with a splitter, of course, or to your amplified speaker, or composite monitor. The RF Port allows connection with the regular old Atari switchbox to your TV.

Now that you haven't got the slightest excuse not to use an ST anymore cause you don't have to get rid of the TV in the living room, or not be able to go play computer games with your friends, run on out, pick up that 520 or 1040 from your local dealer, have him sell you a VideoKey, and go home to play your game or use your utility program, and start saving up for your monitor.

If your computer club hasn't joined the ACE program yet, here's how. Send $25, a letter on club stationary re questing your first device to: Practical Solutions, ACE Support Club, 1135 N. Jones Blvd., Tucson, Az., 85716. You could alsop call Richard Whitsell at 1-602-322-6100. Or, maybe you want to try out your new car-fax. Dial 602-322-9271, and transmit your letter. More later...

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Assembly Language Tutorial

CHRIS CRAWFORD ASSEMBLY LANGUAGE COURSE
FOR WORLDWIDE USERS NETWORK
>TURE ONE - 5/28/85
WHY LEARN ASSEMBLY LANGUAGE?

Assembly language is the great barrier that divides the professional programmer from the amateur. It is the most powerful language available for a microcomputer.
There are four reasons for learning to program in assembly language. First, the speed of execution of assembly language is very high -- about ten time higher than BASIC on the average, perhaps a thousand times faster on certain operations. Even ACTION, the fastest high-level language, is only about half as fast as assembly language. Second, assembly language tends to be more compact than many languages. Again, ACTION! provides a good comparison. Code produced by ACTION! is about twice as large as equivalent assembly language. The third reason to program in assembly language is that assembly gives you access to features of the machine that simply are not available in high-level languages. Interrupts are the most notable examples. Finally, the most important reason for learning to program in assembly language is that it will help you to understand the machine better. And that is a very good place to begin, for you cannot learn assembly language unless you know a little bit about computers.

HOW COMPUTERS WORK
I am now going to explain how computers work, in very rough terms. Computers operate on a hierarchy of concepts that spans a great range, rather like the hierarchy that starts with protons and electrons, moves through atoms, molecules, ' 's, people to civilizations.
. . ivilization is composed of protons and electrons, but to understand how it is so composed one must know a great deal about the intermediate steps. So too is a computer composed of transistors. There are four intermediate steps between the transistor and the computer. A transistor is an electrically operated switch. We can assemble transistors into gates that will turn circuits on or off depending on the states of other circuits. There are a variety of gates reflecting the various Boolean operations: AND, OR, NOT, NAND, NOR and EOR. Gates can be assembled into latches, decoders, and adders. A latch is the simplest memory element: it remembers one bit of information. A decoder translates a number encoded in binary form on a few wires into a selection of one of many wires. An adder will add two one-bit values, with a carry, and generate a carry of its own.
We can next broaden each of these devices into an eight-bit device by simply slinging the devices side by side. Eight one-bit latches slung side-by-the side give one byte of RAM. Eight adders make an eight-bit adder. We can thus create a RAM module by building many butes of RAM. We access this RAM module with three buses: a data bus, an address bus, and a control bus. The data bus carries information between the central processing unit and the RAM module. The address bus is sixteen bits wide; a decoder in the RAM module. The address bus is sixteen bits wide; a decoder in the RAM module takes the numeric value on the address bus and decodes it to select the single byte of RAM that is indicated by the address. The control bus establishes the direction of the data flow on the data bus and the timing of data transfer.
The central processing unit (CPU) represents the highest ' 'llectual level of the computer. It is composed of four parts: the Arithmetic and Logic Unit (ALU), the registers, the address bus controller, and the instruction decoder. The ALU is composed of adders and gate arrays that crunch numbers. The particular device to use is selected with a decoder. The registers are simply on-board RAM. The address bus controller is a device that puts the desired RAM address onto the address bus. The real heart of the CPU is the instruction decoder, a very complex decoder that takes the program instructions out of RAM and translates them into action. It does this by feeding the instructions (which are numbers) into decoder circuits that activate the desired gateways in the CPU.

PROGRAMMING A MICROPROCESSOR
Machine code is nothing more than a bunch of numbers that mean something to the CPU. It's hard to work with pure numbers, so we use a little code that makes it easier for us to understand the codes that the computer uses. This programmer-friendlier code is called assembly language. It is a direct, one-to-one translation of machine code. Here is an example of the two side by side:

Machine Code Assembly Language

A9 05 LDA #FINGERS 133 $9C STA COUNT

The code on the right may not look very readable, but you must agree, it's far more readable than the code on the left. And they both mean exactly the same thing. Unfortunately, the computer cannot read the assembly code, only the machine code. Therefore, we need a translator program that will translate the easier-to-understand code on the right into the impossible-to-understand code on the left. This translatorprogram is called an assembler. A program that goes in the reverse direction, translating machine code to assembly, is called disassembler. It may seem like a bother to go through all the hassle of using an assembler, but it is actually much easier.
Assembly language is not only more readable than machine code, but it is also assembly-time relocatable; this means you can move it around in RAM freely before you start the assembly process. A good assembler also offers a number of extra features that make it easier to keep track of your program or modify it quickly.

USING AN ASSEMBLER
There are three steps involved in writing an assembly language program: editing, assembling, and debugging. Editing is the process of typing in your assembly language statements. Assembling is the invocation of the assembler. Debugging is the process of running your program and analyzing why it doesn't work. Thus, the entire process of writing an assembly-language process can be described by a fictitious BASIC program:

```
FOR I= 1 to 1,000,000,000...
EDIT PROGRAM
ASSEMBLE PROGRAM
DEBUG PROGRAM
NEXT I
```

THE 6502 MICROPROCESSOR
The first item in the 6502 that I will describe is the accumulator. This is a single one-byte register in the 6502. It is the central workbench of the microprocessor; almost everything happens in the accumulator. Your first three

Cont. on page 8

instructions on the 6502 are:
LDA address (Load the Accumulator with the contents of address). This instruction loads the accumulator with the contents of the memory location specified by the value of address. The address can be specified by either an outright value, such as $0600, or a symbolic reference, such as FISH, where the value of FISH has been previously declared by, say, an ORG statement or an equate statement.
LDA #value (Load the Accumulator with value) This is much like the earlier statment; it loads the accumulator with a number, only the number loaded is specified immediately rather than stored in a memory location.
Thus, the command LDA # 9 will put a 9 into the accumulator.
STA address (Store the Accumulator into address) This command will store the contents of the accumulator into the RAM location whose address is specified in the command. It is just like the first command, except that the direction of data motion is reversed. The LDA command is like a read, which the STA is like a write. You are now equipped to move data around inside the computer. These commands will allow you to read data from one area of memory and store it into another. LDA and STA are the two most common instructions used in any 6502 program.
Exercise: Write a program that will read the contents of address $FE00 and store the result into addres $680. Your biggest problem here will be just getting your assembler to work. Therefore, I will give the answer away:

```
ROMADD ORG $FE00
RAMADD ORG $680
       ORG $600
       LDA ROMADD
       STA RAMADD
       BRK
       END
```

That's the program. Try to get it running with your assembler.

Public Domain Utilitlies

Public Domain Utilities

(Editors Note: The following is the documentation for an excellent Public Domain Utility that is now on the Atarian Domain. It is an excellent program. Log on and download it.)

THE NO BRAND PRINTER UTILITY

The No Brand Printer Utility is my attempt to consolidate many programs into one general purpose program. There are programs called: Proset, NECset, Epset, etc. In short, a "SET" for almost every brand of printer. All of these programs are similar and since I wanted to use two different printers, this is the result.

There are three options offered by the main menu and they are in the order that they need to be initially executed. The first selection "Set Up for Specific Printer" is where the codes needed to set up a particular brand of printer are entered. These codes can be found in the manual that comes with your printer and usually consist of a series of escape key and/or control key sequences. To enter one escape key sequence, you need to press the escape twice. Also, to get a control key sequence, you need to press the escape before entering the control key sequence. For example, if the printer manual says you need an escape "A" code, you would press the "Esc" key twice and then the "A" key. If you want to enter something like a control "A" sequence, you would press the "Esc" key once and then hold down the "Control" key and press the "A" key. Select the letters of the functions that your printer supports and enter proper codes. If your printer doesn't support some of the functions, just don't enter codes for those functions When all the codes are entered, use the (S) selection to save them to your disk drive and you'll never have to enter them again. The next time you use the program, you'll only need to re-load the saved file with the (R) selection.

The second selection offered by the main menu is "Configure the Printer". This is where the printer is actually set to operate the way you desire. Just select the printer functions you want and when you have everything set be sure to select the (M) option so that the codes will be sent to the printer.

The third selection offered by the main menu is "Print a File". This selection will allow you to enter a file name and then print that file, with the printer configured as you set it up. This part of the program also allows you to set number of lines per page, number of characters per page, and use of page numbers.

You could also "Exit" the program after configuring the printer, if you desire and use another print utility.
I hope you find this program useful, it makes program listings a lot nicer to look at, if nothing else. I have tried to keep the printer functions as general as possible but am sure a lot of improvements can be made to the program.

Ron Blessing
Sysop-Hart City BBS
219-262-3980